48. (New) A method for processing graphics data, comprising:

transforming the graphics data; and

lighting the graphics data;

wherein at least one of the transforming and the lighting includes performing operations on the graphics data utilizing instructions from an instruction set, the operations including a no operation, a load, a move, a multiply, an addition, and a set on less than.

49. (New) A method for processing graphics data, comprising:

transforming the graphics data; and

lighting the graphics data;

wherein at least one of the transforming and the lighting includes performing operations on the graphics data utilizing instructions from an instruction set, the instruction set including a no operation instruction, a load instruction, a move instruction, a multiply instruction, an addition instruction, and a set on less than instruction.

50. (New) A system for processing graphics data, comprising:

a vertex processor capable of performing operations on the graphics data utilizing instructions from an instruction set, the instruction set including a no operation instruction, a load instruction, a move instruction, a multiply instruction, an addition instruction, and a set on less than instruction.

51. (New) A data structure stored in memory for processing graphics data, comprising:

a plurality of instructions including a no operation instruction, a load instruction, a move instruction, a multiply instruction, an addition instruction, and a set on less than instruction;

wherein the graphics data is processed by calling the instructions in a program.

52. (New) A method for processing graphics data utilizing a hardware graphics accelerator, comprising:

transforming the graphics data utilizing the hardware graphics accelerator; and

lighting the graphics data utilizing the hardware graphics accelerator;

wherein the transforming and the lighting include performing operations on the graphics data utilizing instructions from an instruction set, the instruction set including a no operation instruction, a load instruction, a move instruction, a multiply instruction, an addition instruction, and a set on less than instruction;

wherein the transforming and the lighting further include negating the graphics data and branching.

53. (New) A method for processing graphics data utilizing a hardware graphics accelerator, comprising:

transforming the graphics data utilizing the hardware graphics accelerator, the graphics data including constants; and

lighting the graphics data utilizing the hardware graphics accelerator;

wherein the transforming and the lighting include performing operations on the graphics data utilizing instructions from an instruction set, the instruction set including a no operation instruction, a load instruction, a move instruction, a multiply instruction, an addition instruction, and a set on less than instruction;

wherein the transforming and the lighting further include negating the graphics data and branching;

wherein a plurality of the operations are performed in parallel;

wherein the hardware graphics accelerator operates with an OpenGL application program interface.